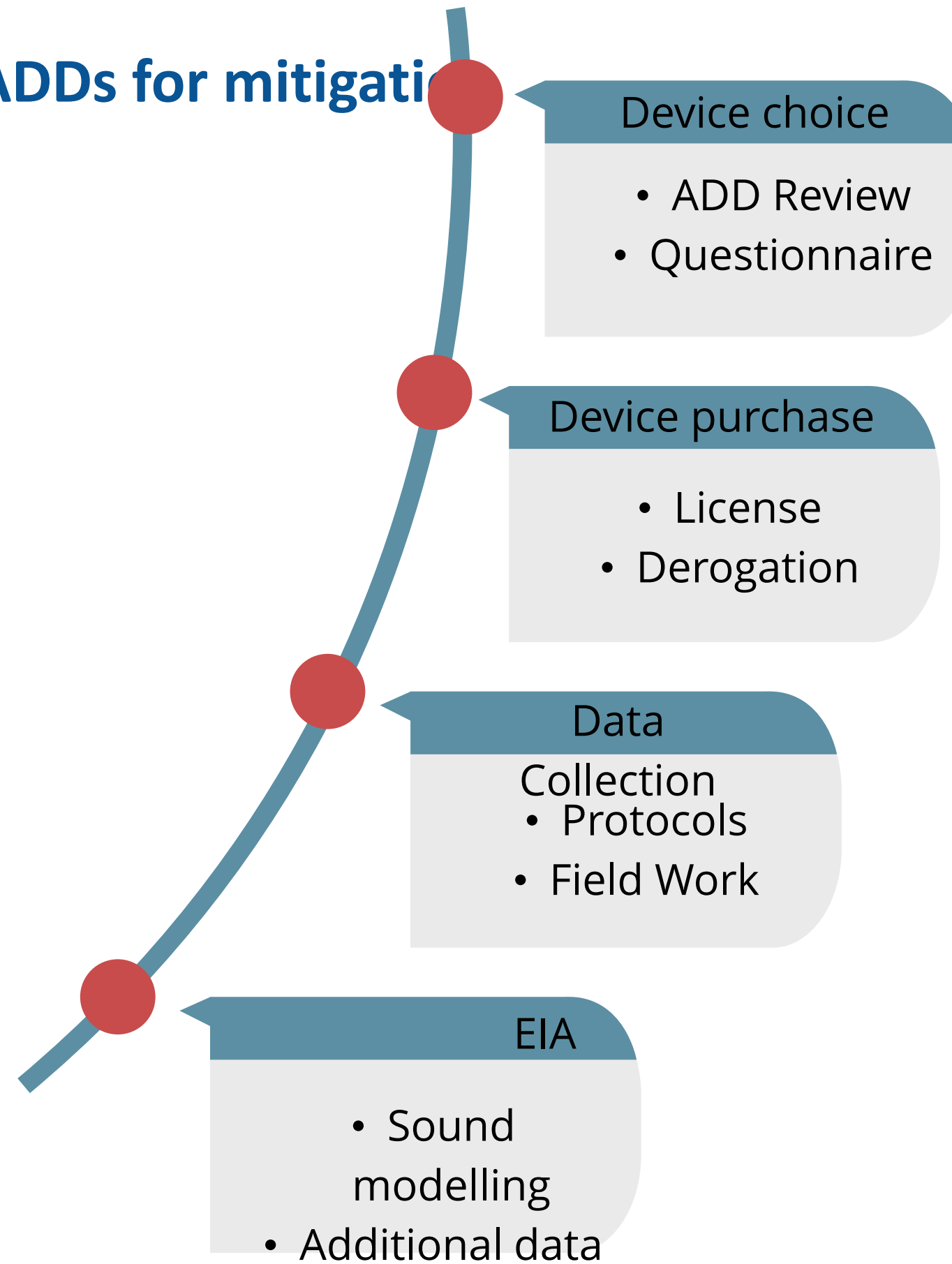
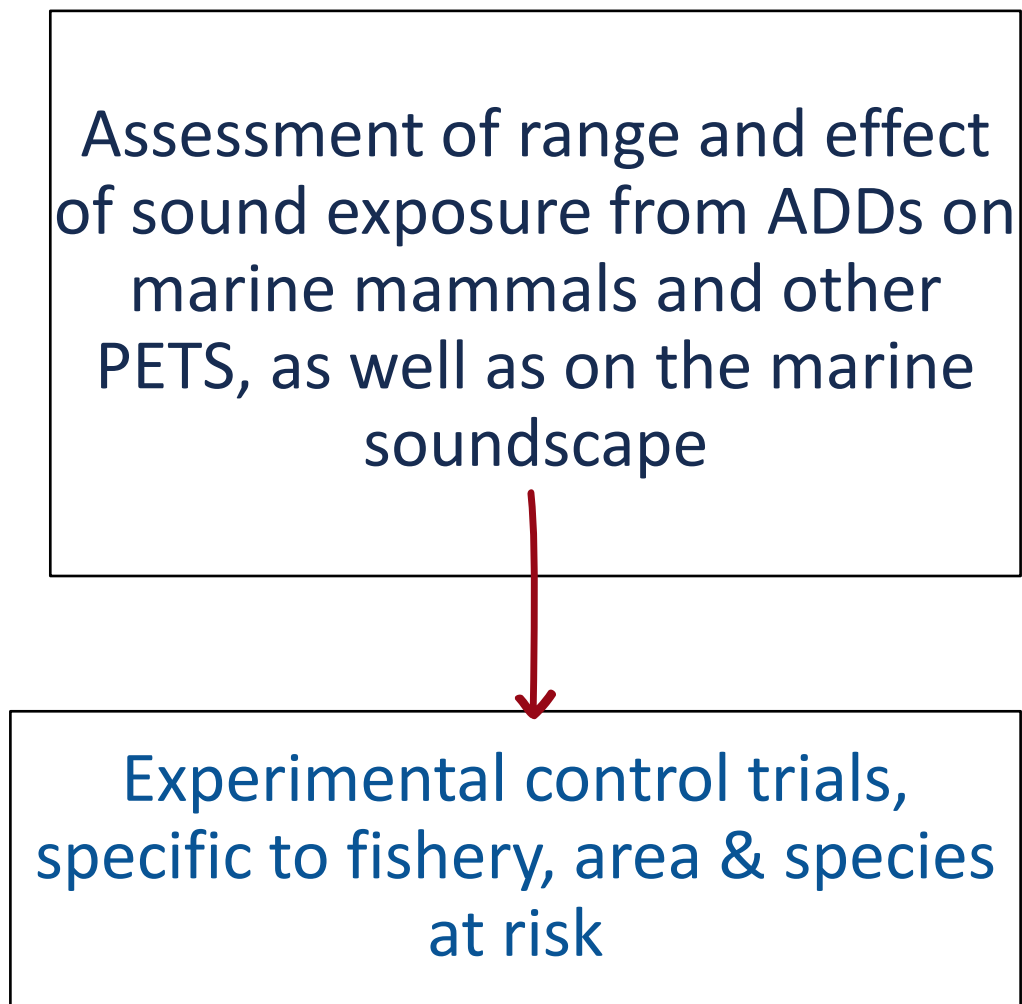


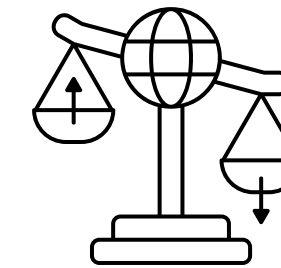
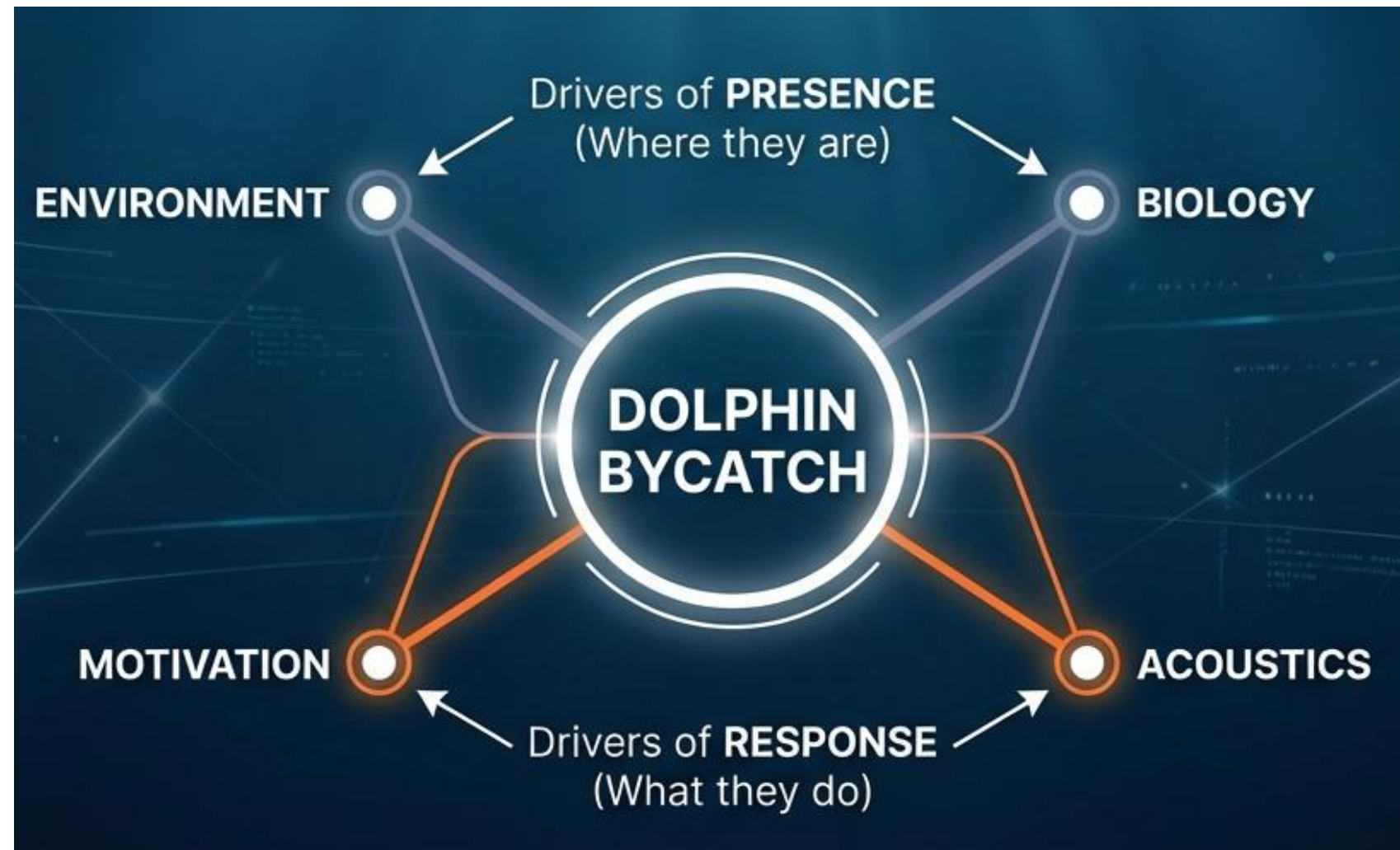


## Task 7.1.2 Evaluation of the deployment of ADDs for mitigation of PETS bycatch

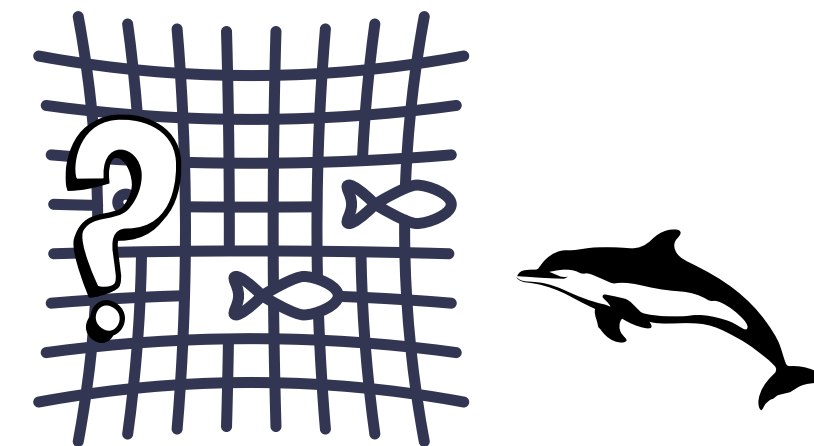




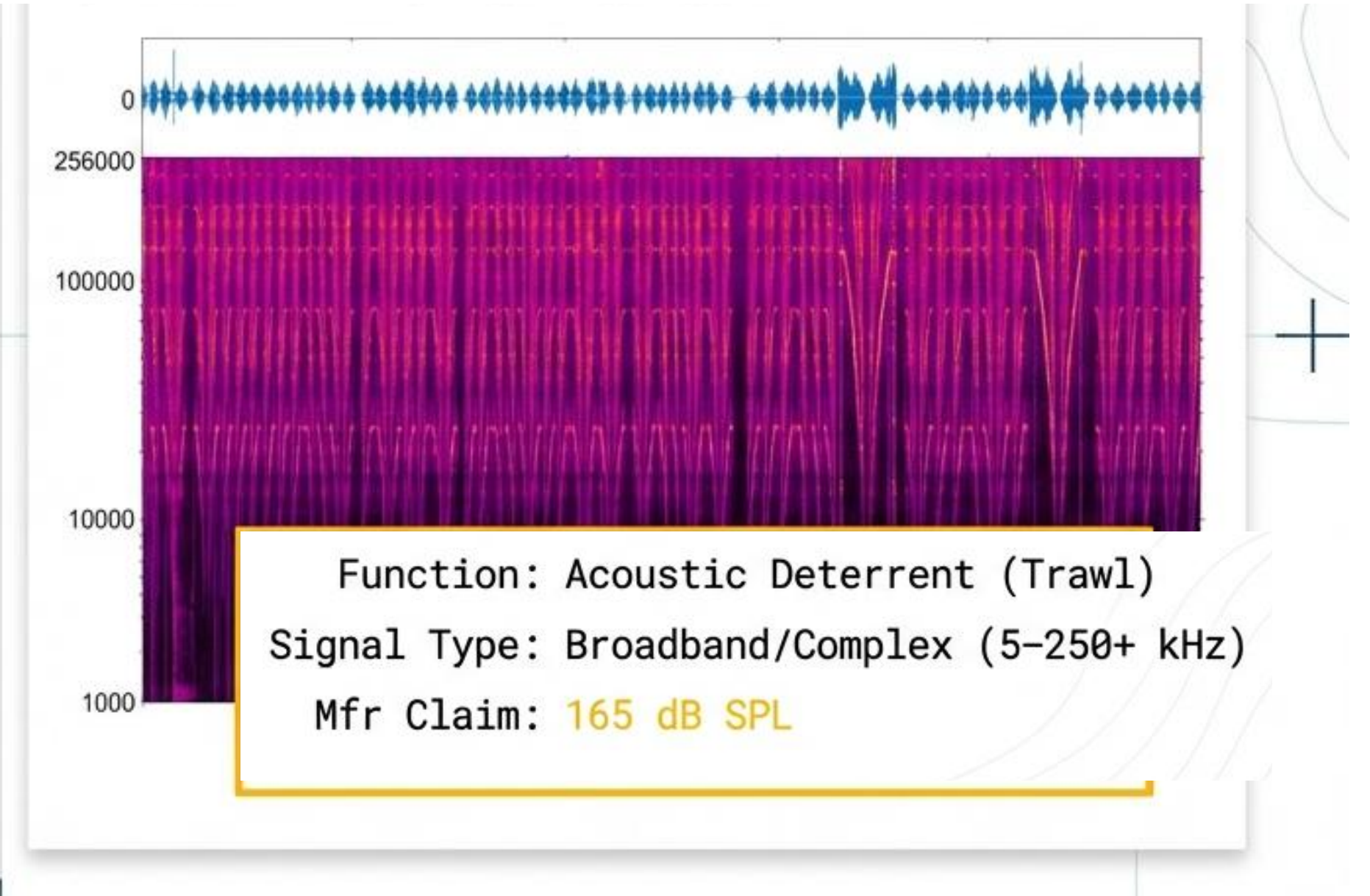
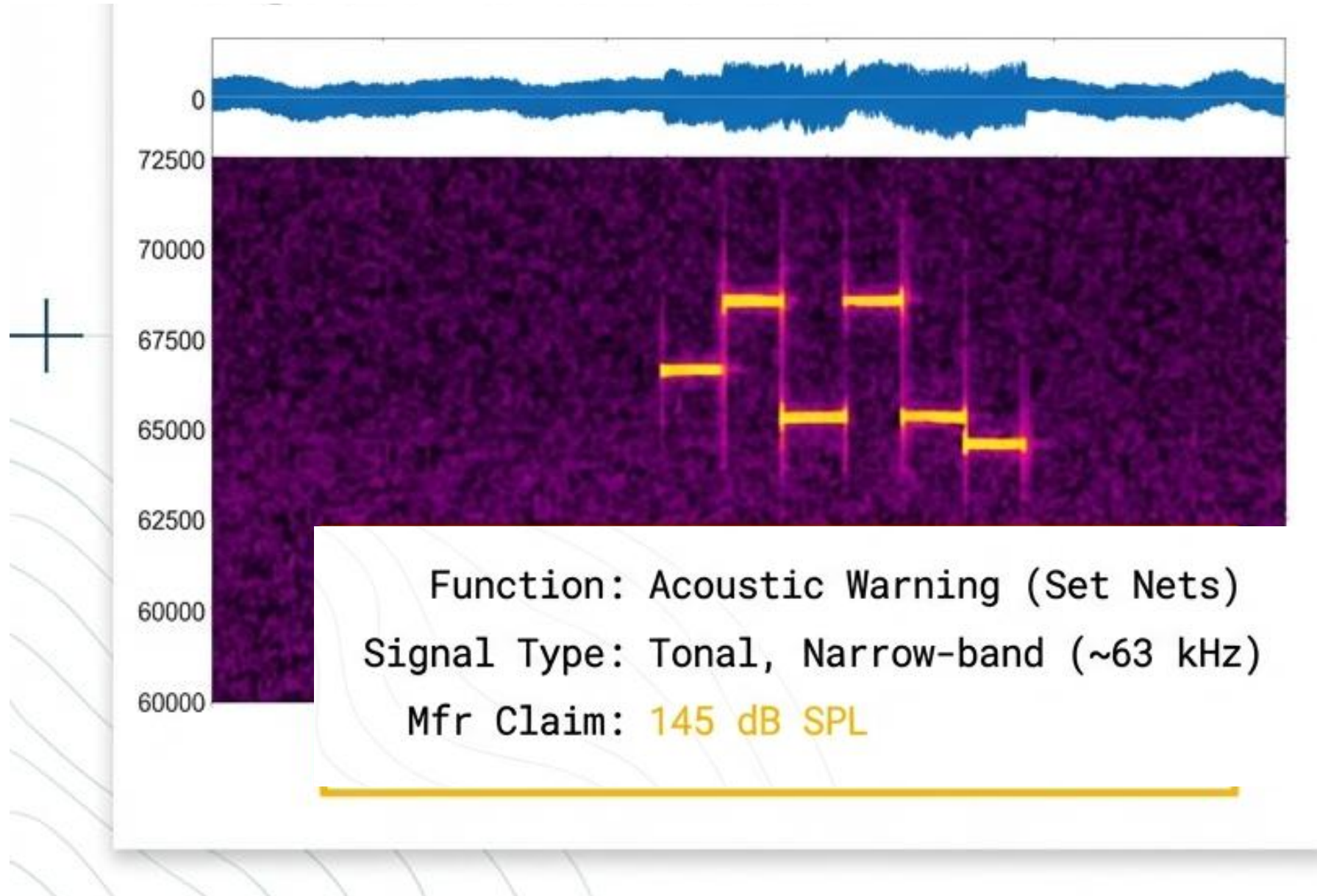
# Important to separate factors that drive encounter probability from factors that drive behavioural change



When the nutritional reward outweighs the acoustic annoyance, deterrence may fail



# Improve understanding of effectiveness, behavioural responses, and noise impacts





## Sound output - Bycatch & Depredation

- **Simple and repetitive; leads to habituation and inconsistent response.**
- **Complex and dynamic; supports sustained attention and detection**
  - **signal characteristics & noise pollution**
  - **Quieter but `sharper` sounds can elicit stronger reactions than loud, flat sounds**
    - **high kurtosis (“impulsiveness”) signals = short-range deterrent mechanism**





## Task 7.1.2 Evaluation of the deployment of ADDs for mitigation of PETS bycatch



What type of organisation do you work for?

● Government agency	2
● Research institute	19
● Industry	1
● NGO	2
● Other	3





## Task 7.1.2 Evaluation of the deployment of ADDs for mitigation of PETS bycatch

- Specific Protocols to collect data for Soundscape modelling and characterisation
  - SmartSea
  - BIM
  - AMIGOS II
  - IFREMER 2027 Survey?
- Data collection - Behavioural assessment/possibility expert judgement workshop
- Risk assessment data + Sound propagation (in collaboration with AZTI and potentially CiBBRINA)

